# GALACTIC PINBALL

VIRTUAL BOY

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

™ & ® are trademarks of Nintendo of America Inc.
© 1991 Nintendo

Thank you for selecting the Galactic Pinball™ Game Pak for the Nintendo® Virtual Boy™ System. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

## ▲ WARNING

[illegible] MUST [illegible] may not be safe for such children and may [illegible] on

Before using the Virtual Boy, carefully read the Virtual [illegible] Information and Precautions Booklet. Make sure that [illegible] the hardware, including the IPD and FOCUS. Do not play if you are [illegible] immediately if you feel dizzy, nauseated or tired or if your eyes hurt or become strained. Do not use unlicensed or counterfeit games. Failure to follow all instructions could injure you and cause serious damage to your vision or hearing.

For additional copies of the Virtual Boy Instruction Booklet, call 1-800-255-3700.

**CHOKE HAZARD • SMALL PARTS**

NOT FOR CHILDREN UNDER THE AGE OF THREE YEARS. Babies and young children could choke on the Virtual Boy Game Pak cover. Keep the Game Pak cover out of reach of small children.

This Game Pak has a battery backup function to record the progress of the game.

**CAUTION:** Do not rapidly turn the power switch on and off, as this may shorten the life of the batteries and cause battery backed-up Game Paks to lose your stored information.

GALACTIC
PINBALL

# CONTENTS


1 Before Starting The Game . . . . . 4
IPD Adjustment . . . . . 5
Auto Pause Function . . . . . 8
2 Controller Functions . . . . . 9
3 How To Play . . . . . 10
4 Cosmic History, 2100 AD . . . . . 14
Background Stories For Each Table . . . . . 16
5 About The Tables . . . . . 18
About The Bonus Stages . . . . . 26
6 Glossary Of Terms . . . . . 27

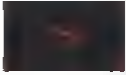
1

## Before Starting The Game

When using the Virtual Boy several adjustments must be made before starting the game For your health and safety be certain to perform these adjustments If you wear glasses or contact lenses be sure to wear them while using the Virtual Boy

Insert the Game Pak into the Virtual Boy then turn the POWER switch located on the front of the controller to the ON position When the screen pictured to the right appears continue with the IPD and FOCUS adjustments.

Press the START button to display the "IPD and FOCUS adjustment screen " Both adjustments are made using this screen

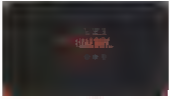


## IPD Adjustment

This adjustment sets Virtual Boy to the distance between your eyes (the Inter Pupil Distance) While looking at the adjustment screen turn the IPD dial located on top of the Virtual Boy until you can see a mark in all four corners of the screen as shown in the following illustration The best adjustment may allow you to see only three of the four marks When you have completed the IPD adjustment, proceed with the FOCUS adjustment

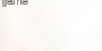
## Focus Adjustment

This adjustment makes sure that you see the game image in the Virtual Boy display clearly. Move the FOCUS slider to the CENTER POSITION as marked on the housing. For most people, the center position should give you the clearest image. If the image is still fuzzy, then adjust the FOCUS slider right or left until the image is sharp and clear.



# Automatic Pause Function

All Virtual Boy Game Paks contain an automatic pause function. After completing the IPD and FOCUS adjustments press the START button and the screen pictured at right will appear. The automatic pause is preset to the ON position. Nintendo recommends that you ALWAYS set the automatic pause to ON. To override the setting, use ← or → on the L/D Control Pad, then press the START button to begin the game.



After playing Galactic Pinball for 20 minutes the Auto Pause Screen will come up. At this point, please take a break and give your eyes some rest. After your rest is completed, press the START button to restart the game.

# Controller Functions

## LEFT BUTTON

Activates the left flipper

## LEFT CONTROL PAD

Activates the left flipper
Switches between menu items
• Controls your ship during the hidden games.

## SELECT

Brings up the Adjustment Screen when the game is paused

## START

Starts the game
Pauses the game

**POWER SWITCH**

Turns the Virtual Boy On and Off

**RIGHT BUTTON**

Activates the right flipper

**RIGHT ⅔ CONTROL PAD**

Activates the right flipper

**A BUTTON**

Shoots out a ball
Shoots during the hidden games
or stops the Bonus Roulette wheel
Activates menu selections

**B BUTTON**

Shakes the table

# How To Play

At the Title Screen if you press the START or the A Button you will go to the Table Select Screen. Choose a table by using the Left ✥ Control Pad. Press the START Button or the A Button to begin game play.

CHAMELEON ▶ Page 5

COLONY ▶ Page 4

UFO ▶ Page 3

TOP SCORE ▶

By selecting the Top Score Screen you can gaze upon the most glorious scores set for each table. Select EXIT to return to the Table Select Screen. ▶▶▶▶

## The Rules:

You get five pucks. Keep the puck in play with the flippers, and try to beat the high score. If the fifth puck drops out of play, your game is over.

## Launching The Puck:

To launch a puck, press the A Button. A power meter will be displayed at the top right of the screen. The longer you hold the A Button down the smaller the power meter will become.

## Shaking The Table:

To shake the table, press the B Button. If you are overly aggressive with your shaking, you will cause a "TILT". This will disable the flippers, and the puck will drop out of play.

## Name Entry:

If your score is among the top five for the table the Name Entry Screen will appear. Use the Left ✥ Control Pad to select letters and enter them with the START or A Button. The B Button will act as a backspace to correct mistakes.

## Reset:

You may reset the game by pressing the L Button, R Button, Select, Start, A and B Buttons simultaneously.

## Battery Indicator:

When the batteries get low, the Battery Indicator will flash on the screen as shown on the right. Please change the Virtual Boy's batteries promptly.

## Bonus Roulette:

On some of the tables you can activate the Bonus Roulette wheel. You will get helpful extras such as a "Kick Back."

## Target Letters:

On some tables, if you hit all the special letter targets and spell the table's name, you will receive a large bonus.

## Lost Bonus:

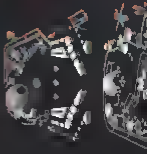
These are points you receive when the puck drops out of play. The longer you play, the higher the bonus. If you get Bonus x2 with Bonus Roulette, your Lost Bonus will be doubled! Play skillfully to get a larger bonus!

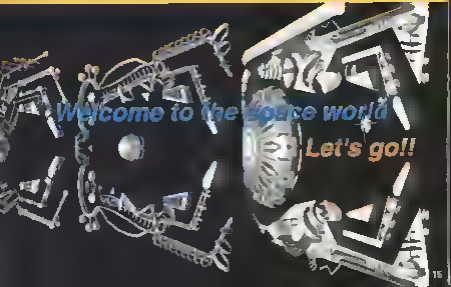
## Extra Puck:

Each table has an extra puck bonus. Try to find them all!

## Cosmic History, 2100 AD

The vast expanse of the Milky Way Galaxy is unfathomable. It has seen empires rise and fall, wars rage and peace reign. Many of its mysteries have been discovered only to slip back into obscurity. And now, from the very depths of the galaxy comes the news of a very strange world.




Welcome to the space world
Let's go!!

# Background Stories

***Cosmic:***
You are the pilot in the Space Federation, investigating the mysteries of the Milky Way. Many dangers await you, including space pirates. Use your pinball skills to solve the mysteries.

***Colony:***
This pinball table represents a large, deep-space colony adrift in the cosmos. Enter the special game to protect the colony from collisions with asteroids.

# UFO Alien

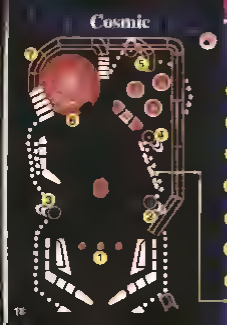
## Feed Each Table

***UFO:***

In this pinball challenge you will be called upon to remote control a UFO in order to defeat the Evil Skeleton and cash in on the jackpot.

***Alien:***

There are wicked aliens out there in the galaxy! Make them appear, destroy them, and collect the jackpot






## About The Tables

1. Kick Back Switch
2. Planet Chance Hall
3. Cyber Roulette Hall
4. Crush Bumper
5. Cosmic Target Hall
6. Planet Hall
7. Cosmic Warp Lane

If you hit all three small planets with the puck(s), turning them into dust simultaneously, the Kick Back will be turned on.

If you shoot the puck into this hole, you get the Planet Bonus Chance. This gives you a limited amount of time to shoot the puck into the Planet Hall 6 and collect the bonus.

When you shoot the puck into this hole, the Bonus Roulette will spin.

When the puck enters this hole, you may destroy the three bumpers in the top right for a limited time. If you destroy all three, the special game will start.

Drop the puck in here to collect a Target Letter.

After the puck has entered the Hall a set number of times, you will go to the Bonus Stage.

Every time you knock down all the drop targets, this lane will elongate. When at its longest (after two extensions), you will be given a Jackpot if you send the puck through it a number of times.

# Colony

1. Control Tower
2. X-Ray Radar
3. Sensor Array
4. Communication Radar
5. Rescue Ship Hangar
6. Landing Hall
7. Center Dome

If the puck enters the dome a certain number of times, you will go to the Bonus Stage

When the puck enters here, the Bonus Roulette wheel will spin.

Send the puck through all of them while the arrows are flashing and the formation is cleared
Clear all seven formations and you will get a chance at the jackpot!

Shoot the puck into the hell to get a letter while the arrows are not flashing. Spell the word "RESCUE" and a rescue ship will appear for a short time
The puck will be drawn magnetically to the rescue ship
To release the puck from the ship press the A Button.

When small planets approach, the radar on the left side of the screen will activate. Use the rescue-ship to shoot and destroy the planets, which give you bonus points (shot by pressing the A Button)

# UFO

1. Blast Off Halls
2. UFO Target Chance Hall
3. UFO Roulette Bumper
4. Bonus Chance Hall
5. Top Lanes
6. High Speed Lane
7. Speed Mark Bumpers

Shoot the puck hard to make the Speed Mark flash (triangle-shaped marks located on the outside of the bumpers). The puck will move faster for a limited time.

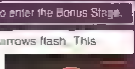
Shoot the puck in here to collect a Target Letter

Open when you get a Bonus Chance such as 2, 3 or 4. Collect the bonus by shooting the puck into these holes

If you can get the puck in here, you activate the Bonus Roulette wheel.

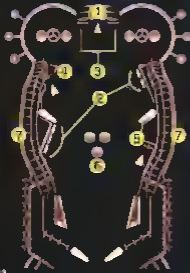
Drop in here to collect a ? mark, which allows you to enter the Bonus Stage.

Sending the puck through these makes all four arrows flash. This makes 3 and 7 become Bonus Jumpers. Shoot the puck at the Bonus Bumpers when lit, and a skull will appear. Shoot the puck into the mouth of the skull a certain number of times to get the jackpot.



When the Shield Maiden flashes, shoot the puck through here for big points.

# Alien



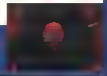

1. Alien's Hall
2. Drop Target A
3. Drop Target B
4. Bonus Hall
5. Alien Target Hall
6. Transforming Bumpers
7. Alien's Lanes

Shoot the puck through these a certain number of times and you will receive the Kick Back.

Shoot the puck in here and 6 will become the Alien

Knock them all down and the Alien Ring will appear. Shoot the puck through it to score big points. There are a total of four different rings

Hit the alien until the arrow to the Alien s Hall begins to flash Then shoot the puck in 6 for the Alien Bonus Four Alien Bonuses gives you a shot at the jackpot!



Knock them down and both the left and right spinning Bumpers will stop spinning.

Shoot the puck in repeatedly to enter the Bonus Stage

Shoot the puck in here to collect a Target Letter.

Turn into the alien when the puck enters 1

# BONUS STAGE

## About The Bonus Stages

On each table, when you collect a certain number of ⊛ marks, you will advance to the Bonus Stage. You will be given the option to play the Bonus Stage or simply accept the bonus points.

In the Bonus Stage, you need to strike the stars with the puck. Hit all 12 for a 1 million bonus! The group of stars will come through four times. When four groups of stars pass or you lose three pucks, whichever comes first, then it is back to the regular table.

# Glossary Of Terms

- **Puck**
  The pinball
- **Flipper**
  A pivoting bar which the player uses to strike the pinball
- **Lost**
  Allowing the puck to drop off the table
- **Bumper**
  The static side walls which reflect the puck.
- **Lane**
  The pathways that the puck can travel through
- **Hall**
  Open rigs that the puck can disappear into
- **Drop Target**
  Panels which fall when struck by the puck.
- **Center Post**
  Appears between the bottom flippers to save the puck
- **Kick Back**
  These block the bottom side lanes which drain the puck off the table
- **Million**
  1 Million = 1 000 000 points
- **Jackpot**
  This is the biggest single pay out of a table
- **Table**
  The pinball playing surface

# IMPORTANT:

REV-B

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo retailer.

The contents of this notice do not interfere with your statutory rights.

This manual and other printed matter accompanying this game are protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensees is strictly prohibited.

**For further information or assistance, please contact:**
Nintendo Consumer Assistance Hotline
1-800-255-3700 (U.S. and Canada)
Or your local authorized Nintendo retailer.

REV A

## 3-MONTH LIMITED WARRANTY (For Hardware, Game Paks, & Accessories)

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser of this product that it will be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

## ADDITIONAL 3 MONTH LIMITED WARRANTY (Hardware only)

Nintendo warrants to the original purchaser that the hardware is free of defects in material and workmanship for an additional three (3) months (for a total of six (6) months) from the date of purchase. If a defect covered by this warranty occurs during this additional three (3) month warranty period, Nintendo will repair or replace the defective product or component free of charge. The original or replacement product is covered by the remaining 3 month limited warranty period. Nintendo's Customer Service Department will be pleased to be advised of any problem with your product.

## WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

**You may contact us with questions or if you encounter any problem with your product**

Call the Nintendo Customer Assistance at 888-233-2776 (other toll-free numbers are available). Hours of operation are 6 a.m. to Midnight, Pacific Time, Monday - Saturday and 6 a.m. to 7 p.m. Pacific Time on Sundays. Please address the problem carefully and completely so that the representative can assist you. If the problem cannot be resolved over the telephone, you will be referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER or you will be offered repair/service options. Repair/service options may be offered to you to ship the complete product. PRIOR TO PREPAID SHIPPING, YOU MUST CALL FOR DIRECTIONS to the nearest service location.

## WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY TO THE PRODUCT IF IT HAS BEEN PURCHASED USED, OR LICENSED BY NINTENDO FOR RENTAL OR NON-COMMERCIAL USE, COMMERCIAL USE, IMPROPERLY OPERATED, SERVICED, ADAPTERS AND POWER SUPPLY DEVICES, OR IN ANY OTHER WAY MODIFIED, INCLUDING WITHOUT LIMITATION, ANY MODIFICATION OF TRANSMISSION OR TELECOMMUNICATION CIRCUITRY, NOR FOR DAMAGES OR DEFECTS RESULTING FROM ACCIDENT, ABUSE, OR OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP. ANY OR ALL IMPLIED WARRANTIES, INCLUDING WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE EXPRESS WARRANTY PERIODS GOVERNED ABOVE. IF WARRANTIES IMPLIED BY LAW ARE APPLICABLE, AS A MATTER OF LAW, THEN NO ORAL OR WRITTEN COMMUNICATION, OR ANCILLARY WARRANTY, WHICH MAY HAVE BEEN MADE BY NINTENDO OR ANY OF ITS REPRESENTATIVES SHALL BE DEEMED TO ALTER, AMEND, OR ALLOW LIMITATIONS OR EXTENSIONS TO AN IMPLIED WARRANTY UNDER ANY EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES. DO THE ABOVE LIMITATIONS MAKE SENSE? ARE YOU ALL SET?

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's liability is not liable for any loss or damage of this nature.

This warranty is valid only in the United States.

NEED HELP WITH INSTALLATION, MAINTENANCE, OR SERVICE? CALL

Nintendo

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.